ACE COMBAT™ 5
THE UNSUNG WAR

TEEN
T
CONTENT RATED BY ESRB

namco®

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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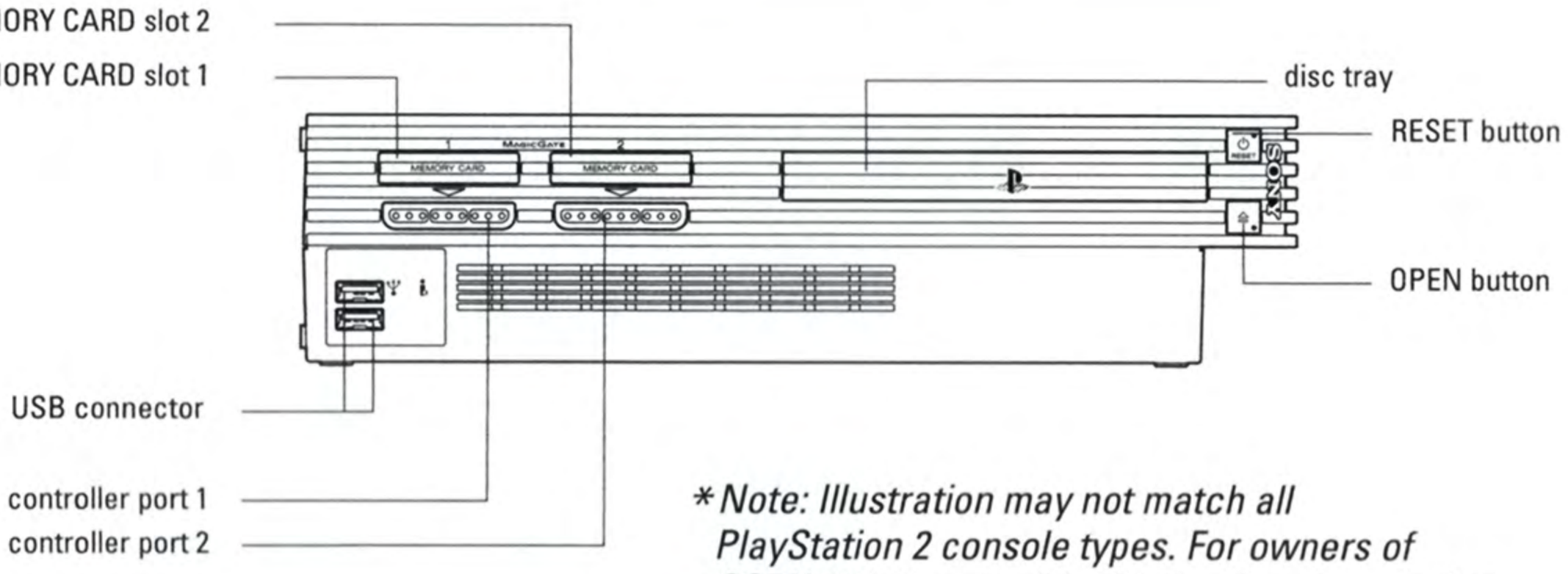
GETTING STARTED



**Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.*

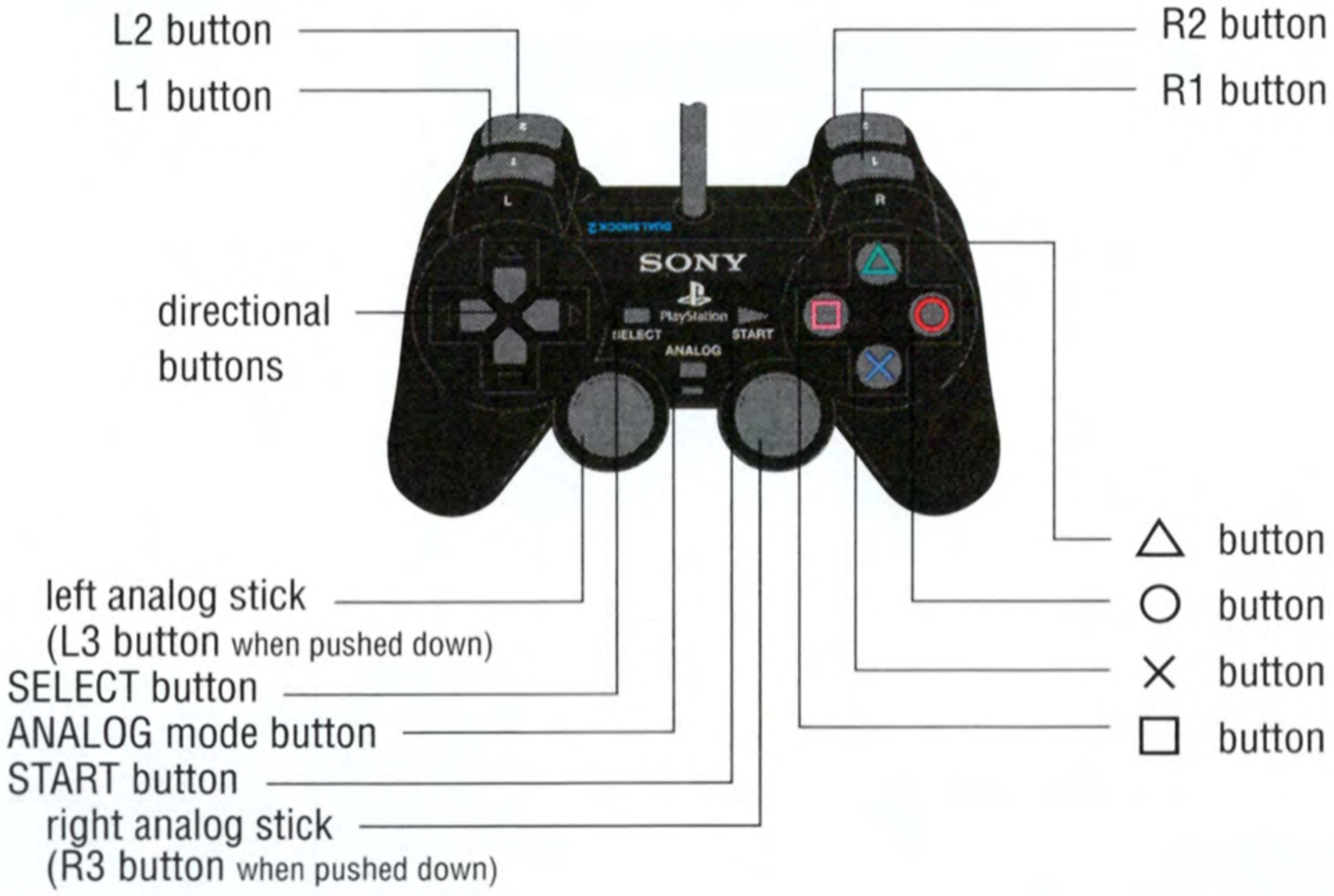
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the display will open. Place the **Ace Combat™5: The Unsung War** disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD (8MB)(FOR PLAYSTATION®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



* This product only supports a DUALSHOCK® 2 analog controller in controller port 1.
* The ANALOG mode button is always turned on (mode indicator: red), and cannot be turned off (mode indicator: not lit).
* The vibration feature can be turned on/off in Game Settings, located in the Options Menu.
* This title is also compatible with the Hori Flightstick2.

GAME CONTROLS

There are two controller modes for piloting your aircraft: Normal and Novice. The default is set to Normal Mode. You can switch controls in Options on the Main Menu.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

SELECT button
Toggle missile/special weapon

START button
Display Pause Menu

Directional buttons
Select menu item/Send orders to wingmen —
Up: Attack
Down: Cover
Left: Disperse
Right: Special Weapons

left analog stick
Select menu item/Control your aircraft —
Up: Pitch Down
Down: Pitch up
Left: Roll left
Right: Roll right

Novice Mode-
Up: Dive
Down: Climb
Left: Turn left
Right: Turn right

right analog stick
Move camera

● button
Fire missile/special weapon/hold down to track missile

⊗ button
Enter/machine gun

△ button
Cancel/Change targets/hold down to track target

□ button
Display map (press down to magnify)

L1 button
Throttle down

L2 button
Yaw left

R1 button
Throttle up

R2 button
Yaw right

R3 button
Change views

* L2 and R2 buttons are disabled in Novice Mode

MAIN MENU

Ace Combat™5: The Unsung War features two modes of play: Campaign Mode, and a shorter and faster Arcade Mode.

CAMPAIGN

Follow the story of Ace Combat 5.

ARCADE

Aim for high scores by shooting down specified numbers of enemies within the set time limits.

OPTIONS

Change the following game settings:

Game Settings

Change on-screen displays and the controls used in missions.

Sound Settings

Adjust the music and sound effect settings.

DOLBY PRO LOGIC II

This game is presented in Dolby ® Pro Logic ® II. Connect your game console to a sound system with Dolby Pro Logic, Dolby Pro Logic II, or Dolby Pro Logic IIx decoding to experience the excitement of surround sound. You may also need to select "SURROUND" from the game's audio options menu.

Display Settings

Modify screen position, brightness and other screen settings.

Language Settings

Change language settings for in-game voices and captions.

SAVING GAMES

Play data can be saved in the Campaign Mode's Menu Screen (see p. 9), or the pre-mission Action Select Screen. Be sure to insert a memory card (8MB)(for PlayStation®2) with at least 64KB of free space into MEMORY CARD slot 1 before beginning the game.

GAME SCREENS

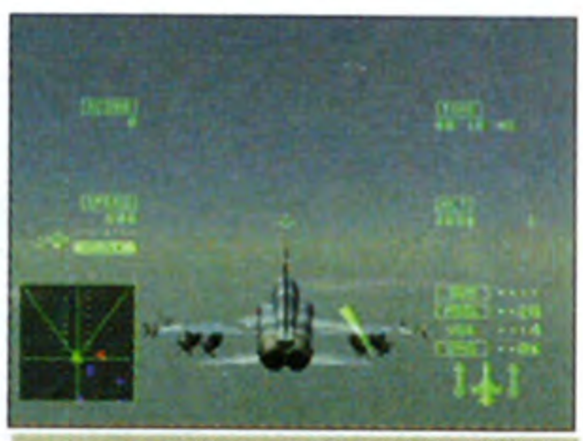
This section describes the game screen during missions. Screen elements differ depending on the mode and circumstances. For further explanations, please refer to the appropriate pages.

MISSION SCREEN

The in-flight screen features three viewpoints, which can be toggled with the R3 button.

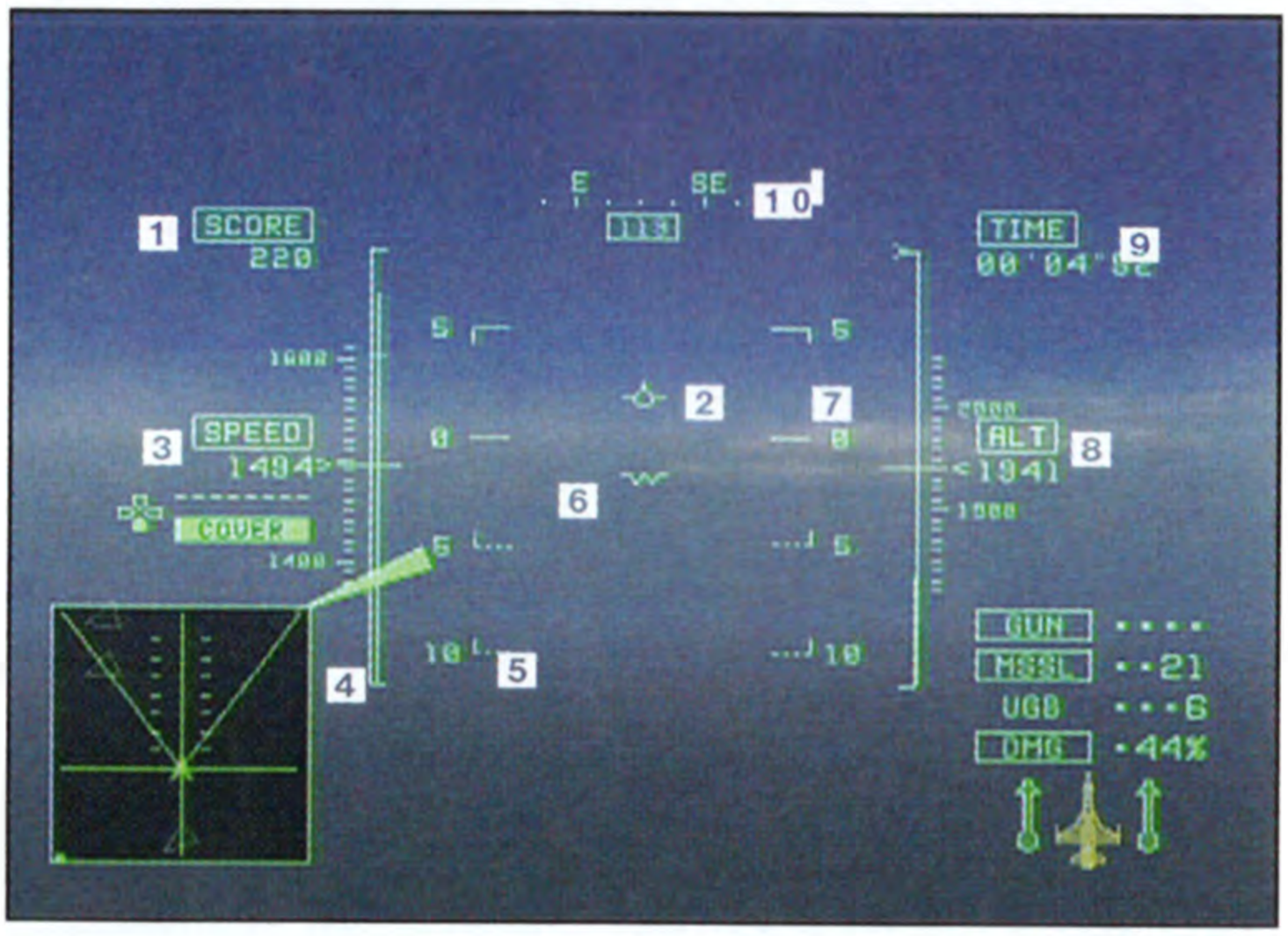
HUD VIEW

COCKPIT VIEW



3RD PERSON VIEW

MISSION SCREEN UNDER NORMAL CONDITIONS



1 Current Score/Clear Score
Current Score represents your battle results, and increases each time you defeat an enemy. Clear Score shows the points required to clear a mission, and is not displayed on some stages.

2 Velocity Vector
This mark predicts your aircraft's future position.

3 Airspeed
Your aircraft's speed is displayed in miles per hour. The unit can be changed to killometers per hour in the Options Screen.

4 Engine Throttle
Shows the engine's output.

5 Pitch Scale
Your aircraft's angle is displayed in five different degrees parallel to the horizon. Negative angles are displayed by dotted lines.

6 Whiskey Mark
Always displayed in the center of the screen, this mark indicates your aircraft's lateral tilt.

7 Distance Scale
The arrow indicates your distance to enemies, and drops as you approach them. The thick bar indicates your missile firing range. Enemies can be locked on to when the arrow enters the bar.

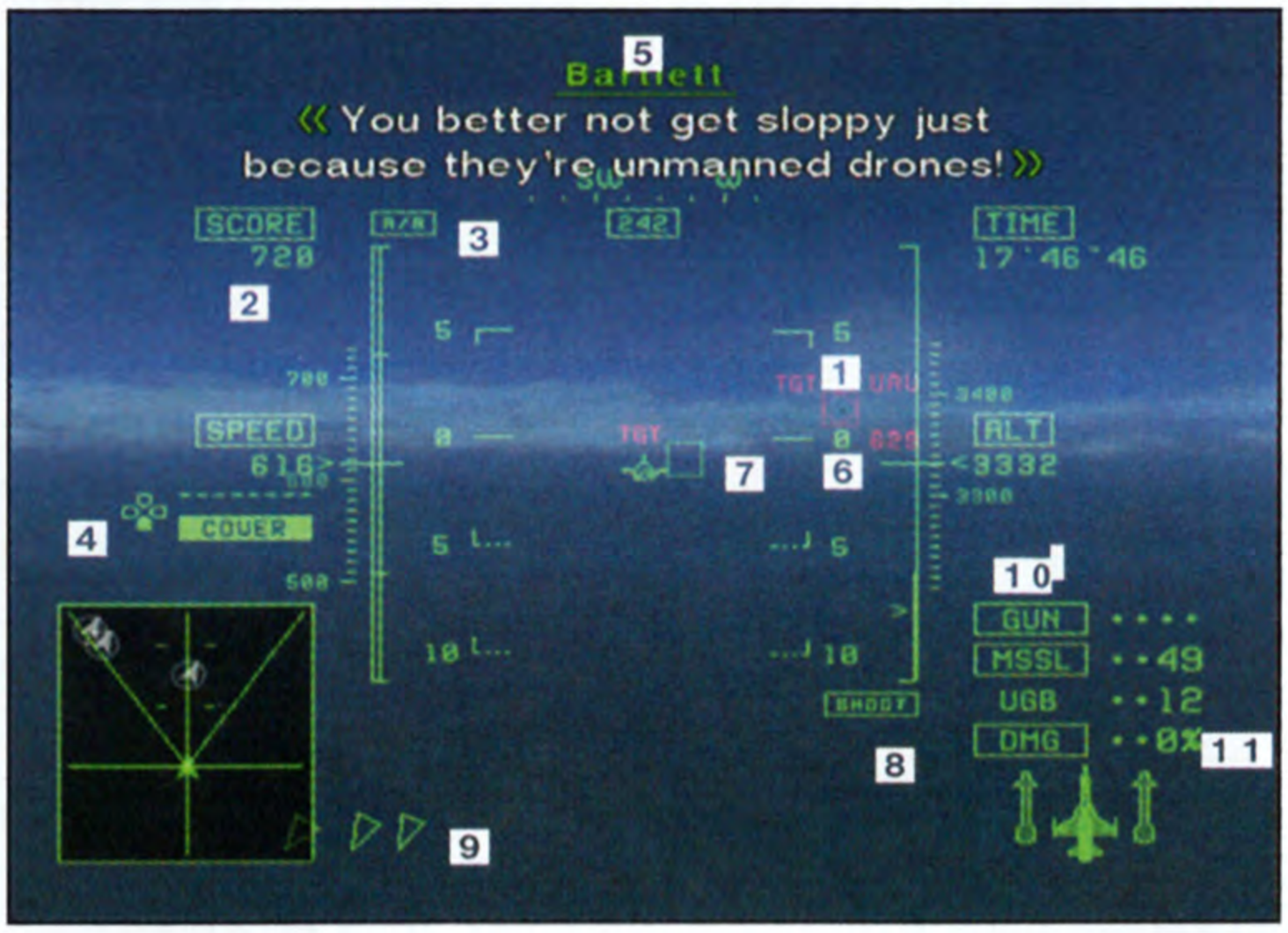
8 Altitude
Your aircraft's altitude is displayed in feet. The unit can be changed to kilometers in the Options Screen.

9 Remaining Time
This shows the amount of time remaining in the mission.

10 Heading
Shows the direction your aircraft is heading.

GAME SCREENS

OBJECTS THAT APPEAR UNDER CERTAIN CONDITIONS



1 Missile Seeker
This mark is a sight that locks missiles onto targets. It appears when you approach within a certain range of a target.

2 Target Data
Displays data of targets you destroy.

3 A/B
Afterburner. Appears when your plane has reached its maximum rate of acceleration.

4 Wingman Command
Appears when orders are being sent to wingmen in Campaign Mode.

5 Communications Window
Captions appear here when communications are received. Blue messages are from allies, green from wingmen and red from enemies.

6 Distance to enemy

7 Target Container
Displays the distance and type of targets within the screen.

- **Lock On**
  Red square
- **Air Enemies**
  Green squares
- **Wingmen**
  Green squares with X marks
- **Special Attention Containers**
  Enclosed in containers
- **Surface Enemies**
  Green hexagons
- **Allies**
  Blue squares
- **Pursued Enemies**
  Light blue marks in containers

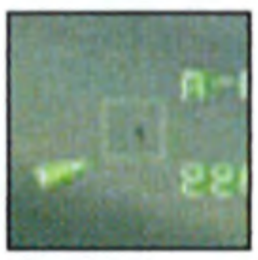
8 Shoot
Appears when you are in a position most likely to hit enemies with missiles.

9 Wingmen Locator
Shows the direction wingmen are in.

10 Remaining Ammunition
This displays the remaining amounts of bullets, missiles, and special weapons respectively from top to bottom.

11 Damage
The amount of damage your aircraft has sustained. This amount increases when you are hit by enemy fire, and your plane is shot down when it reaches 100%. Each time your aircraft sustains damage, the color of the fuselage shown on the bottom changes from Green to Yellow to Red to Flashing Red.

PURSUED BY WINGMEN

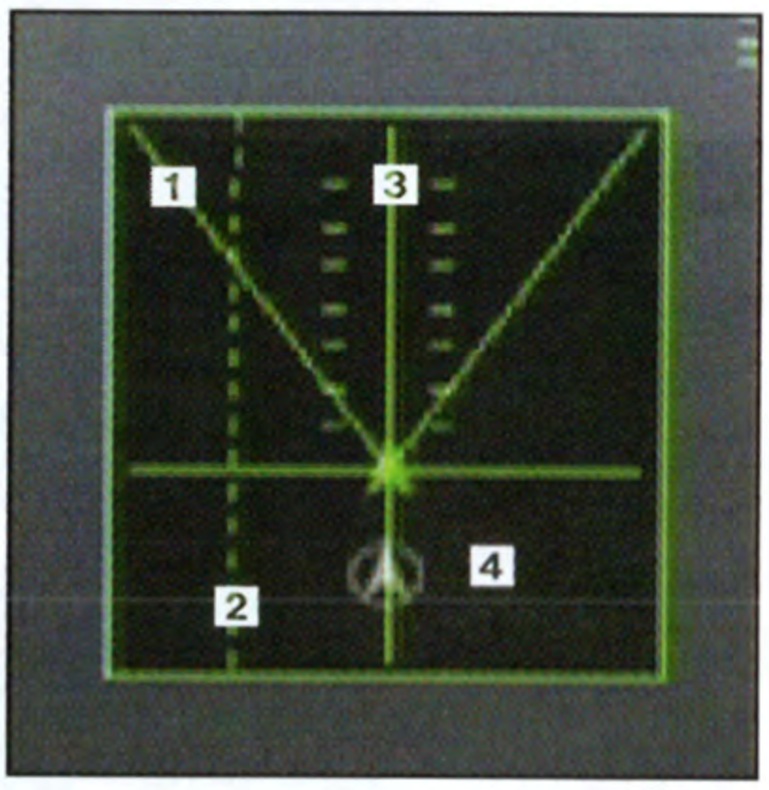


Each light green arrow indicates wingmen pursuing target.

GAME SCREENS

SEARCH RADAR & AREA MAP

The search radar changes between three search area sizes, depending on the distance to enemies. Friendly and hostile aircraft are also distinguished by their colors, as detailed in the chart below. Press the ■ button to change between the search radar and the area map, and hold down the ■ button to change the map size.



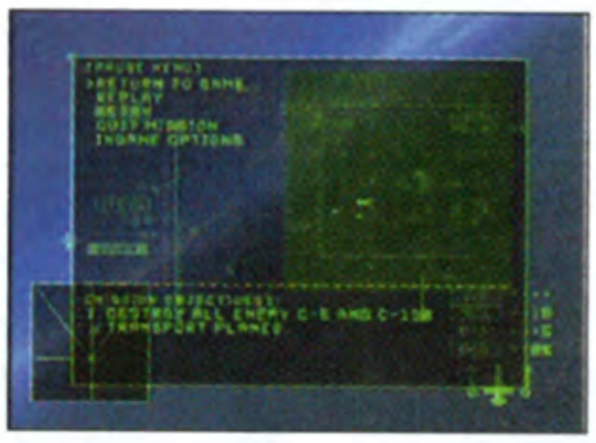
1 Cone
Enemies can be seen on-screen when they enter this area.

2 Combat Zone Border
The mission fails if you cross the white dotted line.

3 Axis
Always faces in the same direction as the nose of the plane.

4 Special Attention Container
Appears on targets of particular importance.

PAUSE MENU



The Pause Menu appears when the START button is pressed during a mission. Select a menu item with the directional button or the left analog stick, and confirm your selection with the ⊗ button. The menu appearance may change depending on the mode being played.

CAMPAIGN MODE

Return to Game	Exit the Pause Menu and return to the game.
Replay	View a replay of the last few seconds. Press the START button again to return to the Pause Menu.
Retry	Play the mission over again from the beginning.
Quit Mission	Quit the current mission.
In-Game Options	Change the control mode and turn Wingman Command and HUD displays on/off.

ARCADE MODE

Return to Game	Exit the Pause Menu and return to the game.
Retry	Play the stage over again from the beginning.
Quit Mission	Quit game and return to the Title Screen.

CAMPAIGN MODE

CAMPAIGN MODE: STARTING OUT

The Menu Screen appears when selecting "Campaign" on the Main Menu. Select a menu item with the directional button or the left analog stick, and confirm your selection with the ⊗ button.

NEW GAME

Start a new game.

Select a Control Mode

Select from two modes: Easy Mode and Novice Mode.

Select a Language

Choose a voice language. Select either "English" or "Japanese" with the directional button or the left analog stick, and confirm your selection with the ⊗ button.

Select a Difficulty Level

Use the directional button or the left analog stick to choose one of four mission difficulty levels: "VERY EASY," "EASY," "NORMAL," or "HARD," and confirm your selection with the ⊗ button.

CONTINUE

This mode is available once you load saved data from a memory card using the LOAD option (see below). Use it to continue a game from the point where you saved.

TUTORIAL

Learn how to operate your aircraft and the basic rules necessary to advance in the game. There are 14 lessons, ranging from basic training to wingman drills.

SAVE

Save game data.

LOAD

Load game data that has been saved on a memory card (8MB)(for PlayStation®2).

GALLERY

View medals and timelines here.

Medals

View medals awarded during missions.

Timeline

View a timeline reflecting mission stories.

After selecting New Game the following menu options will appear:

BUY

Choose an aircraft to purchase with the directional button or the left analog stick, and confirm your selection with the ⊗ button.

SELL

Choose an aircraft to sell with the directional button or the left analog stick, and enter your selection with the ⊗ button. The screen layout is identical to the Buy Screen.

OBTAINING NEW PLANES

Each aircraft is assigned a Kill Rate that increases when you shoot down an enemy in a mission. When a plane's Kill Rate Gauge is full, a new plane in the same branch will appear and can be purchased. Also, new planes will be available for purchase each time you clear a mission.

OPTIONS

Change various game settings or return to the Title Screen from here.

AIRCRAFT SELECTION

Select an aircraft to use in a mission with the directional button or the left analog stick and confirm your selection with the ⊗ button. After you have selected your aircraft, choose aircraft for your wingmen in the same manner. Note that aircraft you do not possess and aircraft that have not yet appeared cannot be selected. Once you have made your selections, the mission will begin.

If you press the L1 button or the R1 button on this screen, you will proceed to the Quick Select Screen (see p. 11). You can also press the ▢ button to go to Display Mode (see p. 11). Press the △ button at any time to go back and change your selection.

CAMPAIGN MODE

SQUADRON BALANCE GAUGE

This gauge, which changes depending on the planes selected on the Aircraft Selection Screen, shows the air-to-air and air-to-ground attack capabilities of your squadron. The Optimal Balance Line predicts the ideal air-to-air and air-to-ground attack capabilities necessary for the mission. Your wingmen will warn you if this value is not met when you try to take off, but you are free to ignore their warnings.

1 Air-to-Air Attack Capability
2 Air-to-Ground Attack Capability
3 Optimal Balance Line

QUICK SELECT

This screen shows a list of aircraft you possess. Choose an aircraft with the directional button or the left analog stick, and confirm your selection with the ✕ button. Press the △ button to cancel, the ○ button to show descriptions of the aircraft and its special weapons, and the SELECT button to choose the aircraft's color. Aircraft colors can only be selected when you possess multiple colors. You can proceed to Display Mode with the □ button, or return to the Aircraft Selection Screen by pressing the L1 button or the R1 button.

4 List of aircraft possessed
5 Pilot and aircraft selected
6 Squadron Balance Gauge

DISPLAY MODE

In this mode you can move the camera while viewing aircraft you possess. Move the camera with the left analog stick and adjust the view with the right analog stick. Zoom in with the △ button and zoom out with the ✕ button. Press the □ button to return to the Aircraft Selection Screen.

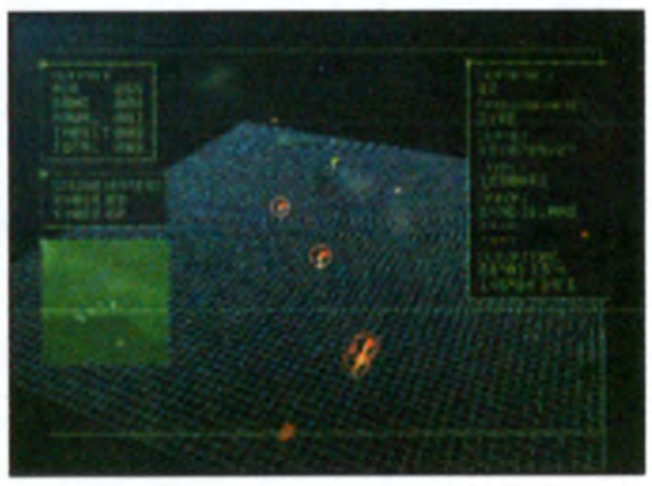
CAMPAIGN MODE

CAMPAIGN MODE: BRIEFING

Various preparations must be made before departing on a sortie. Go over the mission details and choose an aircraft that is ideal for the number and types of enemies, your targets and the terrain. Also consider the balance in combat power of your squadron.

DETAILED MAP

View details on each mission area here.

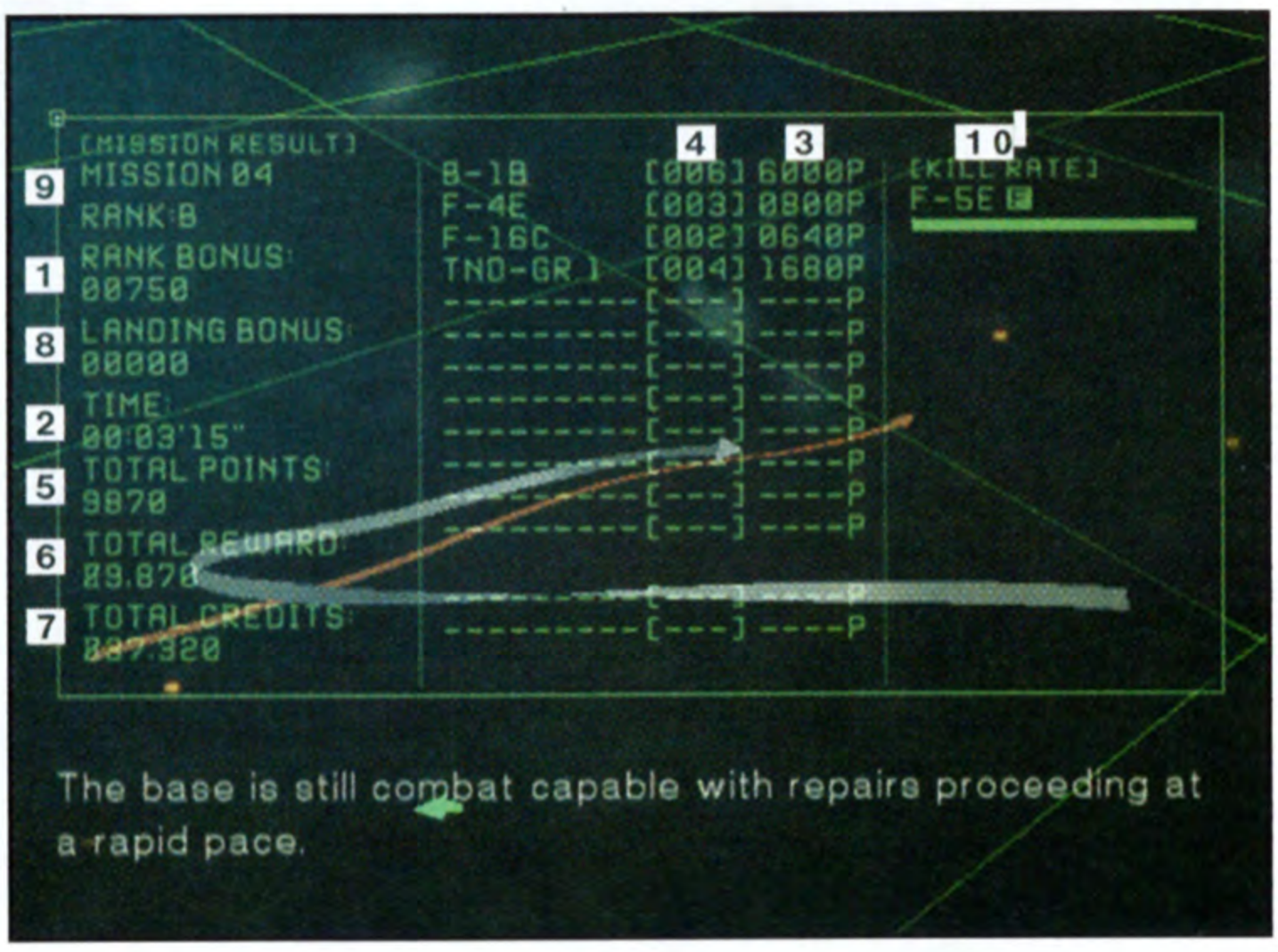


CAMPAIGN MODE: DEBRIEFING

After you clear a mission, you can watch your play from Replay Mode. After Replay, you go into the Debriefing Screen.

DEBRIEFING SCREEN

1 Rank & Bonus
Rank changes from C ➡ B ➡ A ➡ S depending on the clear contents. Remuneration can be received depending on the rank.
2 Time elapsed during the mission
3 Points Earned/Clear Points
4 Number of enemies defeated
5 Total Points
6 Total Credits Earned
7 Total Credits
8 Landing/Takeoff Bonus
9 Mission #
10 Kill Rate



CAMPAIGN MODE

RULES

In Campaign Mode, you control your aircraft and direct wingmen in your squadron as you take part in a series of missions that follow a storyline. As you clear missions, you are remunerated based on your aircrafts' Kill Rates and your battle results, which enables you to obtain stronger aircraft and eventually clear the game. The following section explains the basic rules in Campaign Mode.

Mission Clear Conditions*

- Obtain the specified amount of points within the time limit.
- Destroy specific targets.

Game Over Conditions

- Damage level reaches 100%.
- Crash into ground/sea.
- Leave combat area during mission.
- Fail to complete mission within time limit.
- Fail to achieve mission objectives.

Takeoff, Landing, and In-Flight Refueling

- Takeoffs, landings and in-flight refueling all occur under certain circumstances during missions. They can be attempted an unlimited number of times, and battle results and mission time limits are unaffected by your success or failure. To skip these events, press the START button.

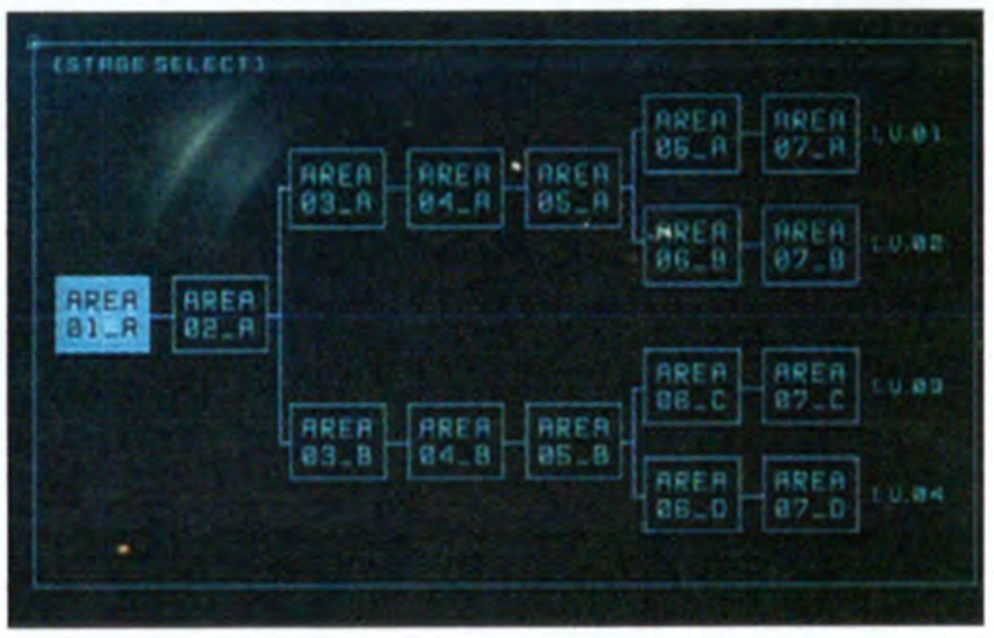
**Clear conditions change depending on the mission.*

MISSION FAILURE

If one of the above game-over conditions is met, the mission is failed and a selection screen appears. Use the directional buttons or the left analog stick to select "RETRY" to attempt the mission again, "QUIT MISSION" to end the mission, or "RETURN TO TITLE" to exit Campaign Mode, and confirm your selection with the ⊗ button.

ARCADE MODE

This is a score attack mode, in which specified numbers of enemies must be shot down within the allotted time. Beginners can attempt to clear all the stages, while advanced players can aim for high scores. Only the F/A-22A Mobius 1 aircraft can be selected.

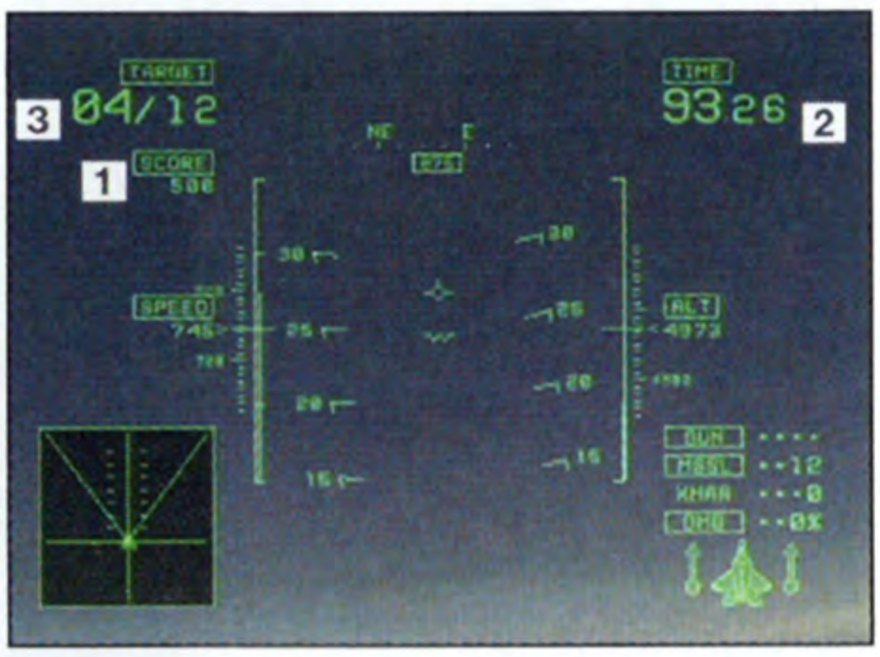


BRANCHES

As you advance in the game, you will sometimes be faced with two separate routes in the Stage Progress Screen. Choose a stage with the directional buttons or the left analog stick, and confirm your selection with the ⊗ button. The higher positioned stages on the tree diagram are at an easier difficulty level, while the lower positioned stages are more difficult.

START STAGE

After selecting an aircraft the Start Stage Screen appears, which shows the number of enemies that must be destroyed to clear the stage. While this information is displayed, your aircraft cannot be controlled until it disappears.



MISSION SCREEN

This is the screen shown during missions. Some elements differ from the Mission Screen in Campaign Mode.

1. Score
2. Remaininig Time
3. Planes destroyed/Number of planes that must be destroyed to clear the mission

MARKS

Basic screen elements are identical to Campaign Mode, but there are some items unique to Arcade Mode.

Score Mark: Number
Points that can be received by shooting down these enemies are displayed.

Bonus Missile Mark: M
The amount of missiles in your arsenal increases when these enemies are shot down. They appear as the letter "M" on the Search Radar.

Bonus Special Weapon Mark: S
The amount of special weapons in your arsenal increases when these enemies are shot down. They appear as the letter "S" on the Search Radar.

ARCADE MODE

RULES

Each stage is cleared when you destroy the required amount of enemies within that stage's time limit. If you cannot shoot down the required amount of enemies within the time limit, or if your plane is shot down, you fail the mission and the game is over.

Time Limits — The remaining time starts counting down once the mission begins. Each time an enemy is destroyed, time is added to the clock. The amount of time added is the same regardless of the type of enemy shot down. Any time remaining on the clock when a mission ends cannot be carried over to the next mission.

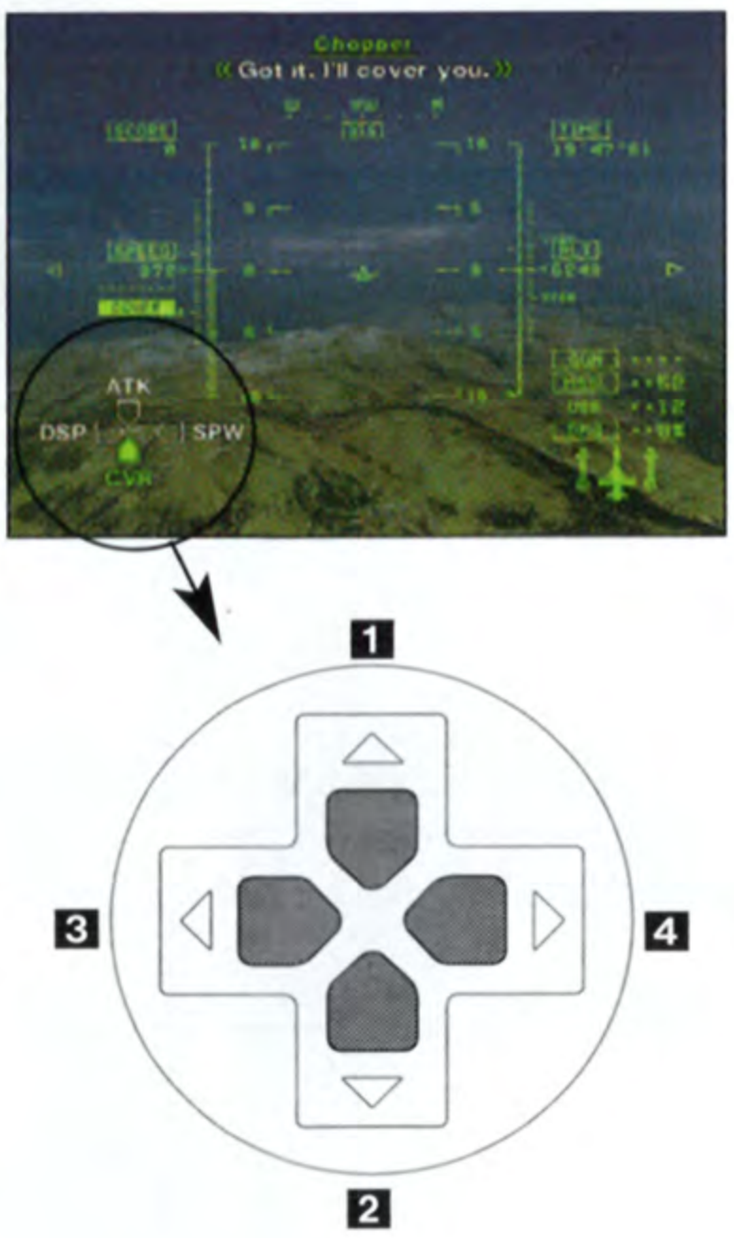
Restoring Weapons — When enemies that replenish weapons (see previous page) are destroyed, extra missiles and special weapons are added to your arsenal. The machine gun has an unlimited amount of ammunition.

Score — Each time you shoot down an enemy, the amount of points assigned to that enemy is added to your score. Any time remaining upon clearing a mission is also converted to points and added to your score on the Results Screen.

Results Screen — When a mission is cleared, the score earned on that stage is displayed on the Results Screen. Points received by shooting down planes are added to points received from remaining time for a Total Score. The Ranking Gauge rises depending on the score obtained, and the rank earned is displayed.

WINGMAN COMMAND

In Campaign Mode, three wingmen accompany you when you fly, forming your squadron. You can issue four commands to the wingmen with the directional buttons. You can change the commands issued at any time during a mission.



1 Attack
[Directional button: Up]
Press the directional button up to order your wingmen to attack an enemy in front of you. Position an enemy in front of you and issue this command to effectively ensure its demise.

2 Cover
[Directional button: Down]
Press the directional button down to order your wingmen to protect you from enemies and anti-aircraft fire. They will prioritize enemy planes on your tail, allowing you to concentrate on the target you are attacking.

3 Disperse
[Directional button: Left]
Press the directional button left to order your wingmen to break formation and engage enemies in the vicinity at will. This command is effective when numerous enemies litter the sky around you.

4 Special weapon permitted/prohibited
[Directional button: Right]
Press the directional button right to permit or prohibit the use of special weapons by your wingmen. Press it once to permit your wingmen to use special weapons, and press it again to prohibit them from using special weapons.

YES/NO RESPONSE

Wingmen will sometimes request permission or ask a question during missions. A "YES" and "NO" reply choice will appear in the command field. Use the directional button (left/right) to select either "YES" if you approve or agree, or "NO" to deny or disagree. If you do not press the directional button at all, it will be considered a reply of silence.

LIVE HELP NOW AVAILABLE ONLINE!

Ever get stuck and just need that extra edge to beat the level?
Having problems getting your game to work properly?
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